

EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	14	"84"/\$.ccls. and sensor\$1 near5 sheet and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/25 15:53
S4	14	"84"/\$.ccls. and sensor\$1 near5 sheet and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 14:43
S5	67	"84"/\$.ccls. and sensor\$1 near5 (side or rim) and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 14:52
S6	35	"84"/\$.ccls. and sensors near5 (side or rim) and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 14:54
S7	35	"84"/\$.ccls. and sensors near5 (side or rim or circumference or edge or border) and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 15:32
S8	45	"84"/\$.ccls. and sensors with (side or rim or circumference or edge or border) and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 16:10
S9	341	sensors with (rim or circumference or edge or border) and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 17:39
S10	238	sensors near5 (rim or circumference or edge or border) and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 17:31
S11	8	(sensors near5 (rim or circumference or edge or border)) same ((percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 18:25

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S12	4	(plurality near5 sensors near5 (rim or circumference or edge or border)) and ((percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 17:38
S13	0	"84"/\$.cccls and (sensors with (rim or circumference or edge or border)) and ((percussion or beat\$3 or striking or hitting or force or pressure) with (instrument or drum))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 17:40
S14	40	"84"/\$.cccls. and (sensors with (rim or circumference or edge or border)) and ((percussion or beat\$3 or striking or hitting or force or pressure) with (instrument or drum))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/26 14:40
S15	91	"84"/\$.cccls. and (sens\$3 with (rim or circumference or edge or border)) and ((percussion or beat\$3 or striking or hitting or force or pressure) with (instrument or drum\$4))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 19:29
S17	10681	"84"/\$.cccls. and (sensors near\$5 (rim or circumference or edge or border))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/26 14:40
S18	47	"84"/\$.cccls. and (sensors with (rim or circumference or edge or border)) and ((percussion or beat\$3 or striking or hitting or force or pressure or drum\$4))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/26 14:41
S19	2	"4852443".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 18:10
S20	2	"6822148".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 18:12
S21	2	"6632989".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 18:13

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S22	2	"5170002".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 18:14
S23	2	"4741242".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 18:14
S24	465	(sensors near5 (rim or circumference or edge or border or boundary)) and ((percussion or beat\$3 or striking or hitting or force or pressure or drum\$4) near3 (instrument or device or musical or sound or acoustic))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 19:27
S25	257	S24 and (input\$3 or ourput or transmit\$4) with signal\$1	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 18:32
S26	3	S15 and game	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 19:29
S27	34	"84"/\$.ccls. and sensor\$1 and (percussion or beat\$3 or striking or hitting or force or pressure) near3 (instrument or drum) and game\$1	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/22 19:31
S28	1771	sheet near5 sensor\$1 and left near2 side and right near2 side	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 09:58
S29	6	S28 and percussion	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 10:00
S30	2240	"84"/\$.ccls. and percussion	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 10:00

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S31	3	"84"/\$.ccls. and S28	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 10:52
S32	3	"84"/\$.ccls. and game near5 machin\$1 and percussion near5 (instument or drum or device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:45
S33	3	"84"/\$.ccls. and game near5 machin\$1 and percussion near5 (instument or drum or device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:45
S34	9	"84"/\$.ccls. and game near5 music\$2 and percussion near5 (instument or drum or device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:46
S35	1	S34 and start\$3 with (beating or stiking or drumming)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:47
S36	22	game near5 music\$2 and percussion near5 (instument or drum or device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:48
S37	2	S36 and start\$3 with (beating or stiking or drumming)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:49
S38	25	game with music\$2 and percussion near5 (instument or drum or device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:49
S39	2	S38 and start\$3 with (beating or stiking or drumming)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:49
S40	50	game with music\$2 and percussion with (instument or drum or device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:50

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S41	2	S40 and start\$3 with (beating or stiking or drumming)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:50
S42	54	game\$1 with music\$2 and percussion with (instument or drum or device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/03/16 15:07
S43	2	S42 and start\$3 with (beating or stiking or drumming)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:59
S44	5978	game\$1 with music\$2 and ((percussion near5 instument) or drum or machine or device)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:52
S45	3	S44 and start\$3 with (beating or stiking or drumming)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:52
S46	12	S44 and start\$3 with (beating or stiking or drumming or percussion)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 14:56
S47	5	S44 and (begin\$4 or initiat\$3 or trigger\$3) with (beating or stiking or drumming or percussion)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/25 15:10
S48	2	S42 and (begin\$4 or initiat\$3 or trigger\$3) with (beating or stiking or drumming or percussion)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/25 15:00
S49	2	("20020025842").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/04/26 13:52

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S50	2	("6031176").PN.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/04/26 14:37
S51	2950	(84/600,609,649,723-725,730,104,411R).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/04/26 14:37
S52	9	S51 and sensor\$1 near\$5 sheet and (percussion or beat\$3 or striking or hitting or force or pressure) near\$3 (instrument or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/26 14:39
S54	1114	S51 and (sensors near\$5 (rim or circumference or edge or border))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/26 14:40
S55	2950	(84/600,609,649,723-725,730,104,411R).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/04/27 09:11
S56	20	S55 and (sensors with (rim or circumference or edge or border)) and ((percussion or beat\$3 or striking or hitting or force or pressure or drum\$4))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/04/27 09:11
S57	3607	(begin\$4 or initiat\$3 or trigger\$3 or start\$3) with (game\$1 or play\$3) same (beating or stiking or drumming or hit\$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/25 15:15
S58	1804	(begin\$4 or initiat\$3 or trigger\$3 or start\$3) with (game\$1 or play\$3) with (beating or stiking or drumming or hit\$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/25 15:15
S59	444	(begin\$4 or initiat\$3 or trigger\$3 or start\$3) with (game\$1 or play\$3) with (beating or stiking or drumming or hit\$4) same start\$3 near\$3 game\$1	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/25 15:20

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S60	40	S59 and (music\$2 with game\$1)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/25 15:24
S61	15	S60 and (drum\$1 or percussion)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 10:09
S62	237	(beat\$3 or striking or hit\$4 or press\$3 or drum\$4) same (percussion or drum) same (sens\$3 or input\$4 or receiv\$3) with printed near4 (circuit\$3 or contact or board)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/10/25 15:57
S63	444	(begin\$4 or initiat\$3 or trigger\$3 or start\$3) with (game\$1 or play\$3) with (beating or stiking or drumming or hit\$4) same start\$3 near3 game\$1	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 10:16
S64	28	S63 and (drum\$1 or drumhead\$1 or percussion)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 10:19
S65	207	(begin\$4 or initiat\$3 or trigger\$3 or start\$3) with (game\$1 or play\$3 or music\$2) with (beating or stiking or drumming or struck)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 10:18
S66	24	S65 and (drum\$1 or drumhead\$1 or percussion)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:46
S67	3019	(84/600,609,649,723-725,730,104,411R).CCLS.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	OFF	2005/10/26 13:10
S68	15	S67 and (sensors with (rim or circumference or edge or border)) and ((percussion or beat\$3 or striking or hitting or force or pressure) with (instrument or drum))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:51

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S69	381	84/600.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:47
S70	899	84/609.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:46
S71	197	84/649.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:47
S72	862	84/723-725.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:47
S73	95	84/730.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:47
S74	62	84/104.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:48
S75	811	84/411R.ccls.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:48
S76	2	"4852443".pn.	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2005/10/26 13:50
S77	107	(S70 or S72 or S72) and (percussion or drum or drumhead or cymbal) with (beat\$3 or strik\$3 or struck or hitting or pressur\$3 or drumming)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2005/10/26 13:53
S78	4118	game\$1 with (start\$3 or trigger\$3 or activat\$3 or begin\$4 or initiat\$3) same (beat\$3 or strik\$3 or drumming or hitting or press\$3)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/03/16 15:12

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S79	66	game\$1 with (start\$3 or trigger\$3 or activat\$3 or begin\$4 or initiat\$3) same (beat\$3 or strik\$3 or drumming or hitting or press\$3) with (signal or state) near4 start	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/03/16 16:08
S80	2	von adj Goeben near3 Robert	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/03/16 16:05
S81	8	(beat\$3 or strik\$3 or drumming or hitting or press\$3 or pushing) same (signal or state) near4 (start\$3 or trigger\$3 or activat\$3 or begin\$4 or initiat\$3) and (music\$2 or audio) near4 game and (percussion or drum\$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	OFF	2006/03/16 17:08
S82	14	(beat\$3 or strik\$3 or drumming or hitting or press\$3 or pushing) same (signal or state) near4 (start\$3 or trigger\$3 or activat\$3 or begin\$4 or initiat\$3) and (music\$2 or audio) near4 game and (percussion or drum\$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/03/16 16:10
S83	65	(beat\$3 or strik\$3 or drumming or hitting) same (signal or state) near4 (start\$3 or trigger\$3 or begin\$4 or initiat\$3) and (music\$2 or audio) near4 (game or percussion or drum)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/03/17 08:25
S84	2	(beat\$3 or strik\$3 or drumming or hitting) same (signal or state) near4 (start\$3 or trigger\$3 or begin\$4 or initiat\$3) and music\$2 near4 game same (percussion or drum or drumhead)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/03/17 08:27
S85	21	(beat\$3 or strik\$3 or drumming or hitting) same (start\$3 or trigger\$3 or begin\$4 or initiat\$3) and music\$2 near4 game same (percussion or drum or drumhead)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/03/20 15:57
S86	184	(beat\$3 or strik\$3 or drumming or hitting or percussion) same (start\$3 or trigger\$3 or begin\$4 or initiat\$3) and music\$2 near4 game	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/03/17 08:51
S87	89	(beat\$3 or strik\$3 or drumming or hitting or percussion) with (start\$3 or trigger\$3 or begin\$4 or initiat\$3) and music\$2 near4 game	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/03/17 09:33

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S88	224	(beating or strik\$3 or drumming or hitting or percussion) with (start\$3 or begin\$4 or initiat\$3) near3 game	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT	OR	ON	2006/03/17 09:35
S89	913	(beat\$3 or strik\$3 or drumming or hitting or press\$3 or push\$3) near5 (start\$3 or trigger\$3 or begin\$4 or initiat\$3) near5 (game or play\$3) and game with (percussion or drum or drumhead or music or electronic)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/20 16:02
S90	17	(beat\$3 or strik\$3 or drumming or hitting) near5 (start\$3 or trigger\$3 or begin\$4 or initiat\$3) near5 (game or play\$3) and game with (percussion or drum or drumhead) with (music or electronic)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/20 16:08
S91	4	(beatting or strik\$3 or drumming or hitting) near5 (start\$3 or trigger\$3 or begin\$4 or initiat\$3) near5 (game or play\$3) and game with (percussion or drum or drumhead)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/20 16:11
S92	0	(beating) near5 (start\$3 or trigger\$3 or begin\$4 or initiat\$3) near5 (game or play\$3) and game	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/20 16:10
S93	5	(beating) near5 (start\$3 or trigger\$3 or begin\$4 or initiat\$3) near5 (game or play\$3) and game	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/20 16:11
S94	33	(beating or strik\$3 or drumming or hitting) near5 (start\$3 or trigger\$3 or begin\$4 or initiat\$3) near5 (game or play\$3) and game with (electronic or music\$2)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2006/03/20 16:12